

CLAIMS

1. An image generation system comprising:

depth cueing processing means which performs processing
5 for depth cueing for an object such that the color of the object
being more distant from a viewpoint is made closer to a target
color;

alpha value processing means which performs processing
for varying an alpha (α) value of the object so that the object
10 being more distant from the viewpoint becomes more transparent;
and

drawing means which draws an image viewable from a virtual
camera in an object space.

15 2. The image generation system as defined in claim 1,
wherein the drawing means draws a most distant background
including a color different from the target color.

3. The image generation system as defined in claim 1,
20 wherein the depth cueing processing means performs depth
cueing for the object on condition that the object is positioned
within a given area; and

wherein the alpha value processing means performs
processing for varying the alpha value on condition that the
25 object is positioned within a given area.

4. The image generation system as defined in claim 2,

wherein the depth cueing processing means performs depth cueing for the object on condition that the object is positioned within a given area; and

wherein the alpha value processing means performs processing for varying the alpha value on condition that the object is positioned within a given area.

5. The image generation system as defined in claim 1,

wherein the depth cueing processing means varies a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object; and

wherein the alpha value processing means varies the alpha value for each vertex of the object based on the Z-value for each vertex of the object.

6. The image generation system as defined in claim 2,

wherein the depth cueing processing means varies a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object; and

wherein the alpha value processing means varies the alpha value for each vertex of the object based on the Z-value for each vertex of the object.

7. The image generation system as defined in claim 1, further comprising:

sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from

an object nearest to the viewpoint.

8. The image generation system as defined in claim 2, further comprising:

5 sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint.

9. An image generation system comprising:

10 alpha value processing means which performs processing for varying an alpha (α) value of an object so that the object being more distant from the viewpoint becomes more transparent; and

15 drawing means which draws an image viewable from a virtual camera within an object space.

10. An image generation system comprising:

20 alpha value processing means which performs processing for varying an alpha (α) value of an object depending on the distance between the object and the viewpoint;

 sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint; and

25 drawing means which draws an image viewable from a virtual camera in an object space in drawing order determined by the sorting means while performing alpha blending based on the alpha value.

11. A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

5 depth cueing processing means which performs processing for depth cueing for an object such that the color of the object being more distant from a viewpoint is made closer to a target color;

10 alpha value processing means which performs processing for varying an alpha (α) value of the object so that the object being more distant from the viewpoint becomes more transparent; and

drawing means which draws an image viewable from a virtual camera in an object space.

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12. The program as defined in claim 11, wherein the drawing means draws a most distant background including a color different from the target color.

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13. The program as defined in claim 11, wherein the depth cueing processing means performs depth cueing for the object on condition that the object is positioned within a given area; and

25 wherein the alpha value processing means performs processing for varying the alpha value on condition that the object is positioned within a given area.

14. The program as defined in claim 12,

wherein the depth cueing processing means performs depth cueing for the object on condition that the object is positioned within a given area; and

5 wherein the alpha value processing means performs processing for varying the alpha value on condition that the object is positioned within a given area.

15. The program as defined in claim 11,

10 wherein the depth cueing processing means varies a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object; and

15 wherein the alpha value processing means varies the alpha value for each vertex of the object based on the Z-value for each vertex of the object.

16. The program as defined in claim 12,

20 wherein the depth cueing processing means varies a depth cueing value for each vertex of the object based on a Z-value for each vertex of the object; and

wherein the alpha value processing means varies the alpha value for each vertex of the object based on the Z-value for each vertex of the object.

25 17. The program as defined in claim 11, further comprising a processing routine for implementing:

sorting means which sorts objects of which alpha values

are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint.

18. The program as defined in claim 12, further comprising
5 a processing routine for implementing:

 sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from an object nearest to the viewpoint.

10 19. A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

 alpha value processing means which performs processing for varying an alpha (α) value of an object so that the object
15 being more distant from the viewpoint becomes more transparent;
and

 drawing means which draws an image viewable from a virtual camera within an object space.

20 20. A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

 alpha value processing means which performs processing for varying an alpha (α) value of an object depending on the
25 distance between the object and the viewpoint;

 sorting means which sorts objects of which alpha values are varied and causes the objects to be drawn sequentially from

